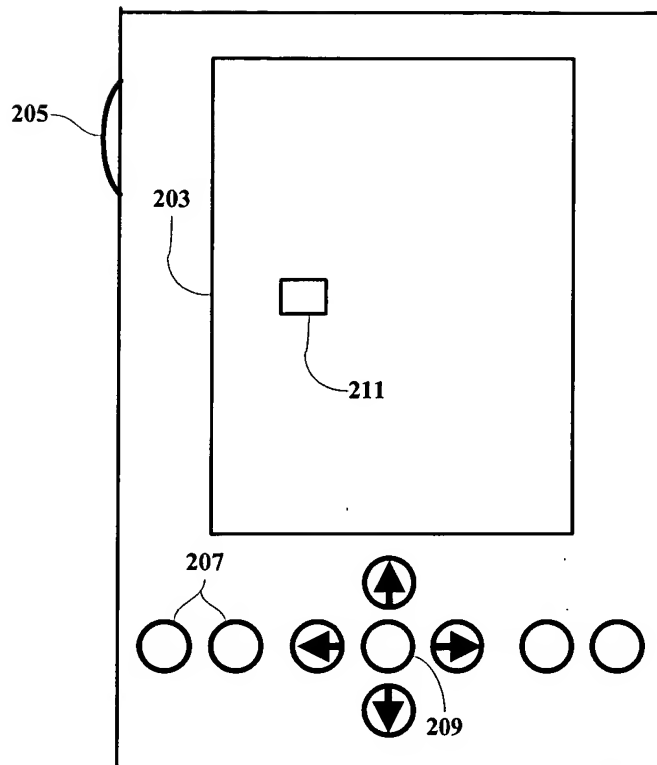
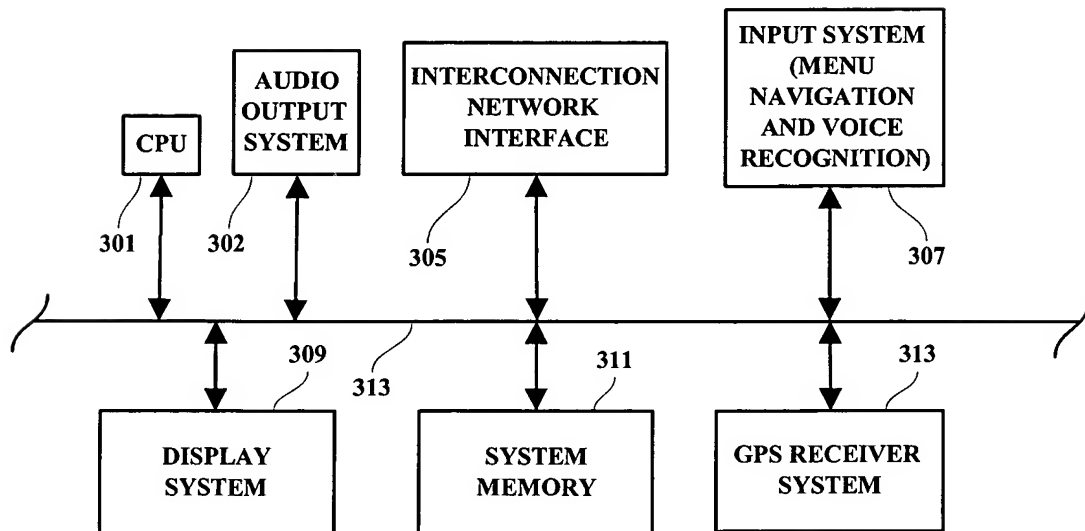


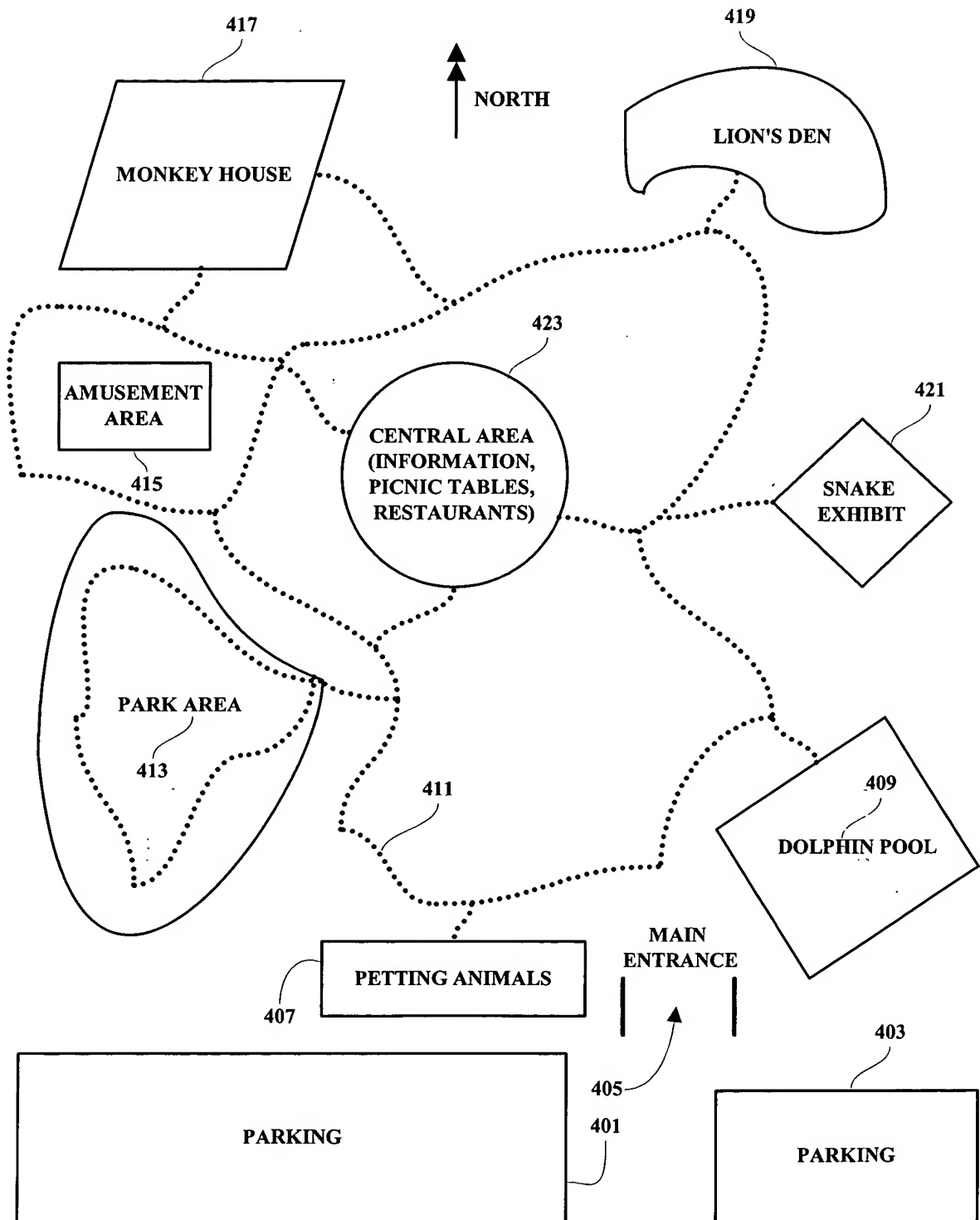
**FIG. 1**



**FIG. 2**



**FIG. 3**



**FIG. 4**

**SELECT LOCATION**

PLEASE SELECT A LOCATION:

CITY ZOO ▼

AREAS WITH LOCATION:

<NEW>  
MONKEY HOUSE  
CENTRAL CIRCLE  
AMUSEMENT AREA  
LION'S DEN

501

503

505

**FIG. 5**

**ADD AREA**

NAME: CENTRAL CIRCLE

POINTS: 35 D 43' 9"

REMOVE TAKE READING

CONNECT POINTS CIRCLE ▼

CANCEL DONE

601

603

605

607

609

610

611

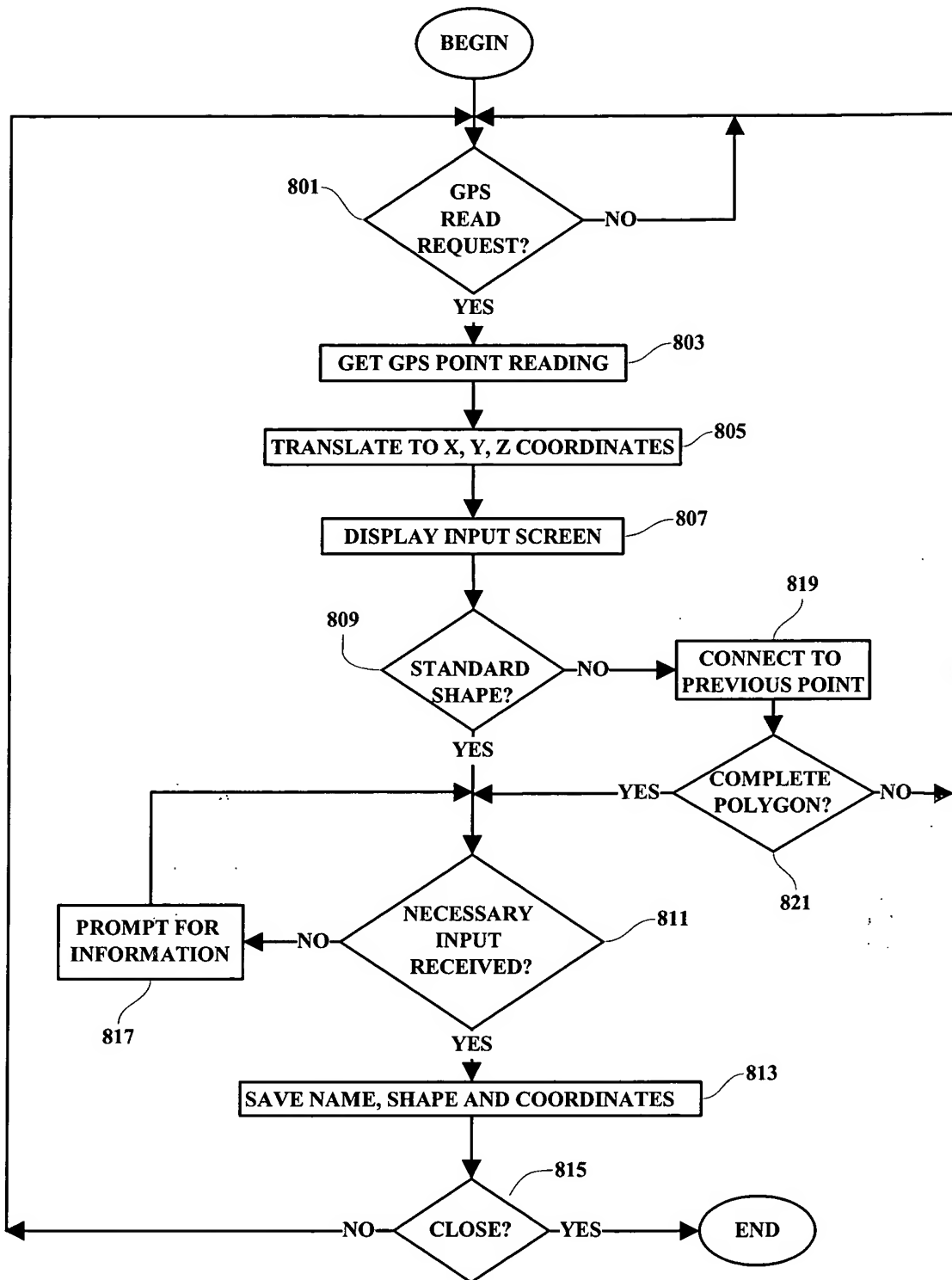
608

613

**FIG. 6**

Syntax	Description
Constant Areas	These are constants and are created as part of the Area Creation process. Examples would be "Amusement Area" or "Central Area"
Variables	There are two types of variables: string and integer
Verbs	These are keywords that are used in the conditional statements. There are three in the example: ENTERS: An event is thrown when a user enters an Area. LEAVES: An event is thrown when a user leaves an Area. ISIN: A Boolean result when a device is within a specific Area bounding polygon.
Optional Prepositional Add-ons	The above verbs can have the following optional prepositions attached to them:  for {minutes}      Narrows the condition to be for a certain amount of time. For example, it may be desirable to throw an event when a person is in an Area for ten minutes.  from the {direction}      Narrows the condition for a user entering or leaving from a certain direction.  while moving      Narrows the condition for users in motion and not standing still.  within {meters}      Expands the Area by a certain distance. It may be desirable to use this when a user is approaching an Area, but isn't there yet.
Conditionals	Standard if/then/else conditionals
Perform Actions:	The result of a condition can either perform one of the following actions, or alter a variable:  browse {page}:      Sends a message to the Content Display to launch an browser and go to the page referenced. This could be a page on the network if the device is network attached, or an html file on the device's file system.  play {file}:      Plays the media file, for example, a ".mp3" sound file.  print:      Prints a message to standard out. Most likely used for debugging.

**FIG. 7**



**FIG. 8**